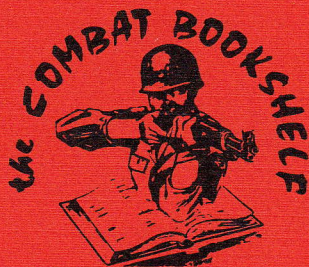
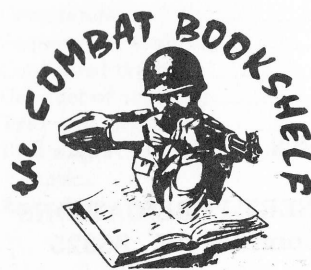


# BAYONET FIGHTING



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## CHAPTER 1

### INTRODUCTION

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#### 1. Purpose and Scope

This manual is written for the purpose of teaching you how to use the bayonet. It describes basic techniques, group assault tactics, and procedures for training. The techniques outlined in this manual will help you develop confidence in your ability to successfully meet and defeat an enemy armed with a bayonet. You will be sure of your ability to use the weapon swiftly and accurately. By aggressive and determined practice, you will learn to act quickly and instinctively in any situation.

#### 2. Uses of the Bayonet

a. Fire power alone cannot drive a determined enemy from his position. He will often remain in his foxhole until driven out by hand-to-hand combat. The bayonet, or the threat of it, is one of the final means of defeating the enemy in every assault.

b. At night, on infiltration missions, or whenever secrecy must be preserved, the bayonet is the weapon of surprise and silence.

c. In close combat, when hand-to-hand fighting makes the use of bullets or grenades impractic-



able, or when the situation does not allow you to load your rifle, the bayonet is the most important weapon you have.

### 3. Principles of Bayonet Fighting

a. The bayonet is an offensive weapon. It should be used aggressively. Any delay in using the weapon can mean death.

b. The bayonet fighter attacks and kills his enemy quickly and without mercy. He is alert to take advantage of any opening. If the enemy gives no opening, the attacker makes one by parrying his opponent's weapon and then drives his blade or rifle butt into the enemy with killing force.

c. The throat area is most sensitive to attack by the bayonet. An opponent will act by instinct to protect this area from a thrust. By threatening his enemy's throat with the point of the bayonet, the attacker will often cause him to drop his guard and leave other vulnerable parts of the body unprotected. Other sensitive parts of the body often exposed to the attacker's thrust are the face, chest, abdomen, and groin.

### 4. Developing a Bayonet Fighter

a. Bayonet training is always pointed toward development of proper form, quickness with the rifle and bayonet, footwork, and accuracy. Constant attempts to develop these four necessary qualities will lead to the coordination, balance, speed, strength, and endurance that the expert bayonet fighter must have. Differences in indi-

vidual body make-up may require slight changes from the bayonet technique described in this manual. These changes will be allowed if the individual's attack is effective.

b. All positions and movements described in this manual are for a right-handed man. A left-handed man or a man who wishes to learn the bayonet left-handed must use the opposite hand and foot for each phase of the described movement.

## CHAPTER 2

### POSITIONS AND MOVEMENTS

---

#### 5. General

*a.* Relax all muscles you do not use to go into a position or to execute a movement. Hold the rifle firmly, but do not be tense. Tense muscles cause fatigue and tend to slow you down.

*b.* After proper training, all your movements will be done by instinct. You will eventually strike at openings without thinking and become aggressive in your attack. Your movements will not be done in any fixed order. You will achieve balance in all your movements, will be ready to strike instantly in any direction, and will keep striking until you have killed your enemy. The positions and movements explained in this chapter will help you to become the type of soldier your enemy will fear—A BAYONET FIGHTER.

*c.* The basic positions in fighting with a bayonet are guard, short guard, and high port. The rest positions, used only on the training field, are the "at ease" and "relax." The two basic movements used at the beginning of your instruction are the whirl and the high port and crossover. These positions and movements help you to become familiar with the rifle and bayonet and develop the practice of reacting to simple commands by instinct.

*d.* The movements used to disable or kill your enemy are the long thrust, the short thrust, the

vertical butt stroke, the horizontal butt stroke, the parry right, and the parry left. At first you will learn these movements as separate actions. After further training, however, you must learn to execute these movements in a swift and continuous manner.

#### 6. Basic Positions, Rest Positions, and Movements

*a. Guard.* All movements in bayonet training begin from the guard position. You assume the guard position (fig. 1) in the following manner:

- (1) Face your opponent.
- (2) Take a short step forward and to the side with your left foot so that your feet are comfortably apart. Your toes are pointed toward your opponent. Bend your knees slightly and lean your body slightly forward. Your hips are level.
- (3) Grasp the rifle with your left hand so that your palm is against the left side of the rifle at the most comfortable point forward of the balance. Your left arm is slightly bent. With your right hand, grasp the small of the stock. Your forefinger should not touch the trigger guard. The under and inside part of your forearm is held against the top of the stock. The base of the butt is pressed snugly against the side of your hip. Hold the rifle firmly, but not rigidly, with both hands. The rifle is not canted. Point the bayonet at the base of your opponent's throat. At the same time you are get-

ting into position, throw your rifle forward with the bayonet point straight toward your opponent. Catch the rifle with both hands. This movement must be swift and sure.

- (4) The weight of your body is balanced on both legs so you can move quickly in any direction.



*Figure 1. Guard position.*

- (5) Keep your eyes on your opponent's bayonet and body.

*b. Short Guard.* This is a convenient carrying position when moving through dense woods, brush, trenches, around buildings, or if you suddenly meet an enemy at very close quarters. Assume the short guard position (fig. 2) in the following manner:



*Figure 2. Short guard position.*



(1) From the guard position, bring the rifle back so that your right hand is at your right hip.

(2) Drop the bayonet point to your opponent's midsection.

*c. High Port.* Carry the rifle at the high port especially when running during bayonet training. The high port also is used while jumping trenches



Figure 3. High port position.



Figure 4. At ease.

and hurdling obstacles. Assume the position of high port (fig. 3) as follows:

(1) From the position of guard, shift the rifle diagonally across your body without changing the position of your feet or hands.

(2) Keep the sling of the rifle to the front.



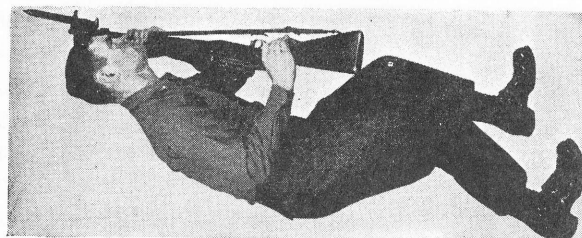
Figure 5. Relax.

- (3) Keep your left wrist level with your left shoulder and in front of it.
- (4) Keep the butt of the rifle to the right and alongside the right thigh.
- (5) Keep your right elbow pressed firmly against your right side.

d. *Rest Positions.* The rest positions are used to give you a chance to relax during bayonet training. They also give you a chance to listen while the instructor discusses the next exercise.

- (1) *At Ease.* To assume the at ease (fig. 4), bring your feet on line and lower the rifle to the ground. Keep the butt alongside the right toe and on line with it. Hold the rifle with your right hand along the upper handguard and extend the muzzle-end of the rifle forward of the body until the right arm is straight. This position is a modified parade rest position.
- (2) *Relax.* To assume the relax (fig. 5), straighten up and drop the rifle horizontally across the front of your body by extending your arms. The position of your feet and your grasp on the rifle do not change.

e. *Whirl Movement.* The whirl is executed from the guard position (1 of fig. 6). Bring the rifle to the high port (2 of fig. 6) and whirl by pivoting on the ball of the leading foot and in the direction of the leading foot (3 of fig. 6). Remain at the high port until the whirl is completed. At the completion of the whirl take up the guard position (4 of fig. 6).



1  
Figure 6. Whirl movement.

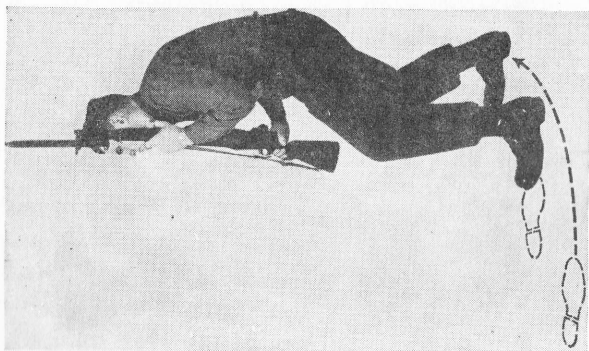
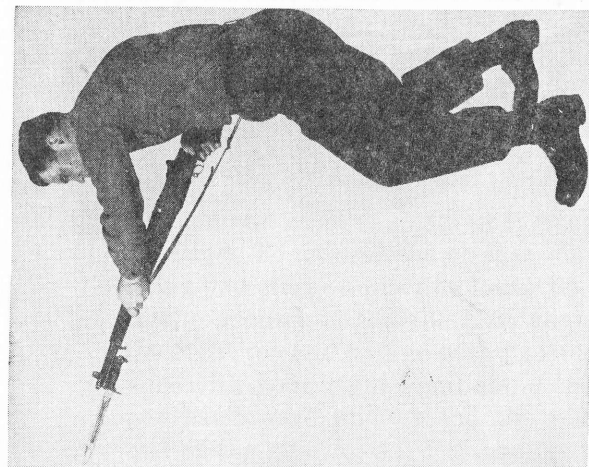


Figure 6. Whirl movement—Continued.



f. *High Port and Crossover Movement.* While performing certain movements in bayonet training, two ranks will be moving toward each other. When the men in the ranks come too close to safely execute another movement, the high port and crossover is used. On the command, HIGH PORT AND CROSSOVER, come to the high port position. Then move straight forward and pass your opponent so that your right shoulder passes his right shoulder. Continue moving straight to the front for approximately six steps; halt, and take



1. Guard position

Figure 7. Long thrust series.



up the guard position. Then, without any command, execute the whirl and again assume the guard position.

## 7. Long Thrust Series

### *a. Execution.*

- (1) When executing the long thrust from the normal guard position (1 of fig 7), bring your rear foot forward and lunge. Your entire body will be extended.
- (2) Complete extending your body as your rear foot strikes the ground. During this movement, drive the bayonet with great force in a straight line at your opponent's throat or at an unguarded part of the body. To do this, grasp the rifle firmly with both hands, guiding it with your left hand. Extend your left arm quickly to its full length so that your bayonet darts toward the target. At the instant you are fully extended, hold the comb of the rifle stock inside of, and pressed against, your right forearm. Bend your front knee, lean your body well forward, and straighten your rear leg (2 of fig. 7).
- (3) Keep your eyes on the point of the body you are attacking during the entire movement.
- (4) Knowing your opponent may avoid your thrust, be ready to move in swiftly with another thrust or butt stroke. Recover instantly after you complete the thrust. Never linger in the extended position.

- (5) The power for the long thrust comes from your arms, shoulders, back, legs, and the weight of your body. The distance from which you begin the long thrust depends on your reach and on how rapidly you and your opponent are approaching each other. When you practice with the thrusting dummies, you will learn the full distance that you can reach. It is important that you know your reach and be able to judge from what distance you can begin your thrust to reach your target. You will be trained to execute the thrust with either foot forward.

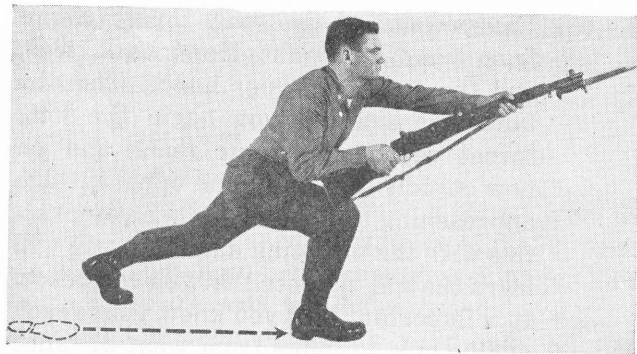
*b. Recovery.* Bring your rear foot forward of your front; at the same time shift your weight forward (3 of fig. 7).

### *c. Withdrawal.*

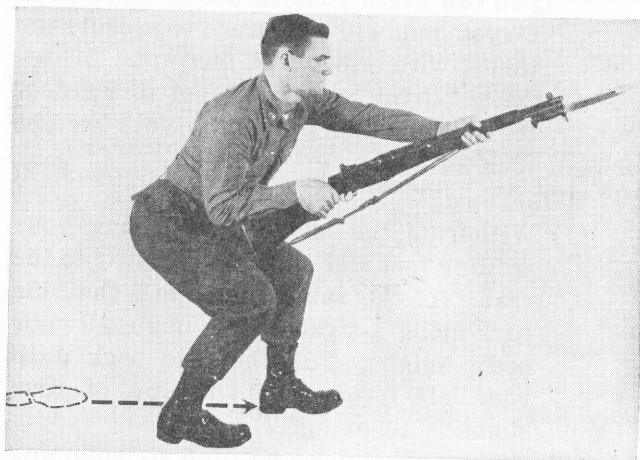
- (1) Withdraw the bayonet by lifting your trailing foot and placing it slightly to the rear. At the same time, jerk the rifle back along a straight line using all your body weight. Pull the rifle back until your left forearm hits the pit of your stomach (4 of fig. 7).
- (2) Assume the guard position by snapping the rifle forward and bringing the toe of your right foot on line with the heel of your left foot.

### *d. Common Errors.*

- (1) "Telegraphing" the thrust by drawing the rifle back just before delivering the thrust.



2. Extended



3. Recovery

*Figure 7. Long thrust series—Continued.*

- (2) Thrusting with your arms alone. You should also use the power of your legs and body.
- (3) Thrusting with a slight slash. This prevents straight-forward penetration.



4. Withdrawal

*Figure 7. Long thrust series—Continued.*

- (4) Carrying the point of the bayonet too high or canting the rifle.
- (5) Not bracing the rifle butt against the inside of the right forearm.
- (6) Not leaning your body far enough forward.

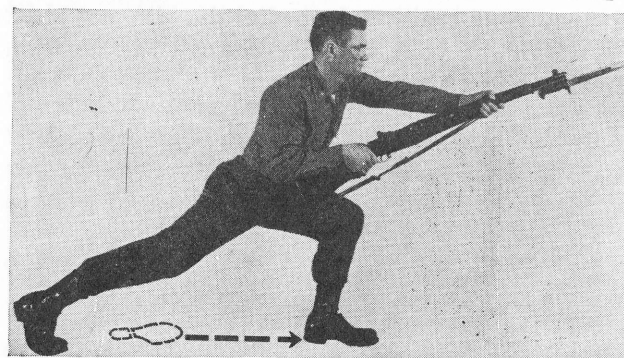
- (7) Taking too long a step, causing you to lose your balance.
- (8) Not bending the front knee enough.
- (9) Not keeping the eyes on the point you are attacking.
- (10) Moving the rifle forward in the recovery instead of holding it steady.
- (11) Dropping the butt of the rifle in the recovery.
- (12) Not keeping your elbow straight when recovering.



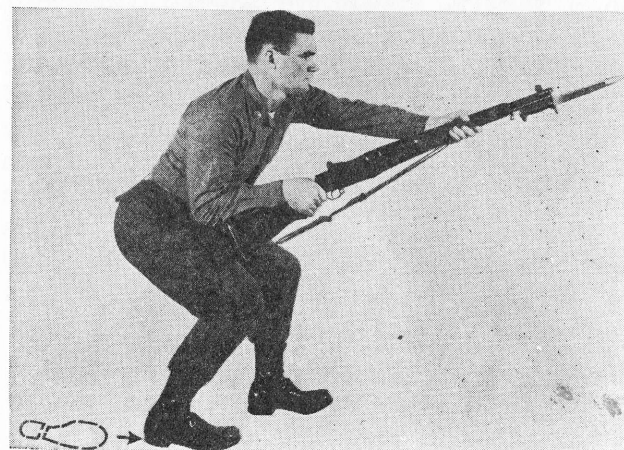
1. Guard position

*Figure 8. Short thrust series.*

- (13) Not making the withdrawal with force. You should use the weight of your body and legs as well as the strength of your arms.
- (14) Not withdrawing the bayonet straight back. Do not allow the rifle butt to drop.



2. Extended



3. Recovery

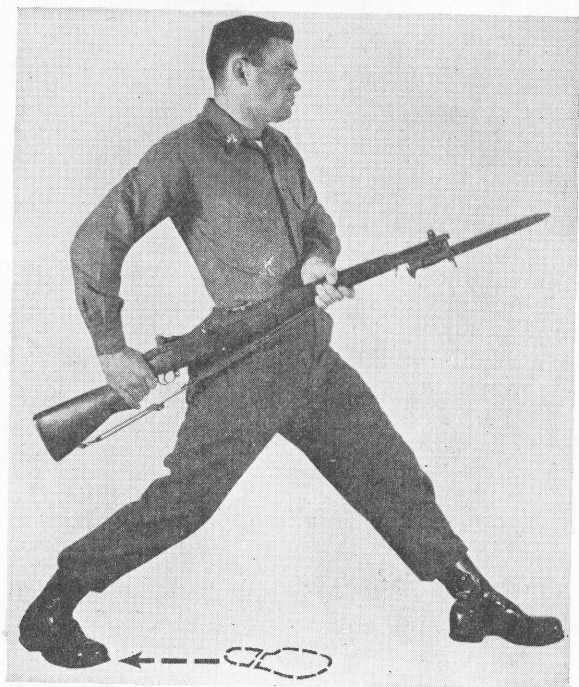
*Figure 8. Short thrust series—Continued.*



## 8. Short Thrust Series

*a. Execution.* To execute the short thrust from the normal guard position, move your lead foot forward while lunging (1 and 2 of fig. 8).

*b. Recovery.* To recover from the short thrust, advance your trailing foot slightly. Do not shift the weight of your body or change the position of your arms (3 of fig. 8).



4. Withdrawal

Figure 8. Short thrust series—Continued.

*c. Withdrawal.* The withdrawal in the short thrust series is the same as in the long thrust series (4 of fig. 8).

*d. Common Errors.* The common errors in the short thrust series are the same as in the long thrust series.

*e. Practicing the Thrusts.* Practice the thrusting movements with either foot forward. Remember that after the recovery has been made, the foot that is on the opposite side from the rifle will always be forward. Execute the withdrawal in the same manner for either the long or short thrust.

## 9. Butt Strokes

*a. General.* You will not use the butt strokes and slashes in combat when you can use a thrust. However, when there is not enough room to deliver a thrust, or immediately after your enemy has avoided a thrust, butt strokes and slashes can be used to great advantage. This is particularly true for close-in fighting. When using a butt stroke, you can often knee your opponent in the groin, trip him, or kick him in the legs. Butt strokes, smashes, and slashes can be used effectively while fighting in trenches, woods, brush, or when your movements are restricted.

### *b. Vertical Butt Stroke Series.*

- (1) *Procedure.* In making the vertical butt stroke from the guard position (1 of fig. 9), step in with your rear foot and at the same time drive the rifle butt forward and upward in a vertical arc to

your enemy's groin, solar plexus, or chin. Put the force of your whole body into the blow (2 of fig. 9). You may also start the vertical butt stroke from a crouched position and hit low points on your opponent's body. In this position, you make a small, difficult target for your enemy to hit.

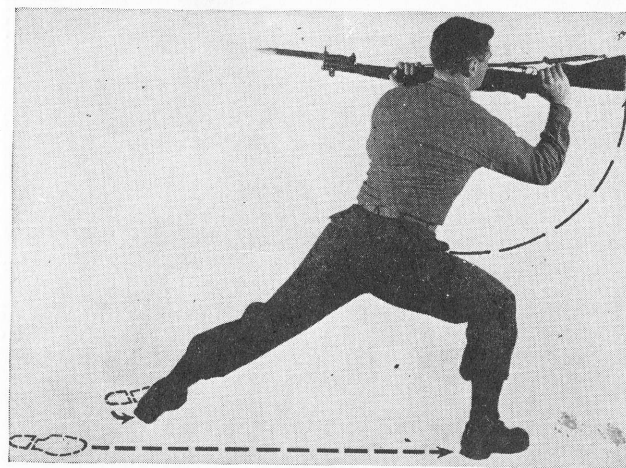
- (2) *Smash.* If your opponent moves backward and the vertical butt stroke misses, step forward quickly with your left foot (3 of fig. 9) and drive the rifle butt at his head. In doing this, extend your arms fully forward and bring your right foot forward to keep your balance (4 of fig. 9).
- (3) *Slash.* If your opponent falls or jumps out of butt range, continue to advance and slash diagonally downward with the bayonet. Aim the slash toward the junction of the neck and shoulder. Hit either this point or the head, throat, or arms (5 of fig. 9). If the slash misses, it will bring you close to the guard position. Continue to attack aggressively.

c. *Horizontal Butt Stroke Series.* In this series, the rifle and bayonet are moved horizontally instead of vertically.

- (1) *Procedure.* In making the horizontal butt stroke from the guard position, drive in

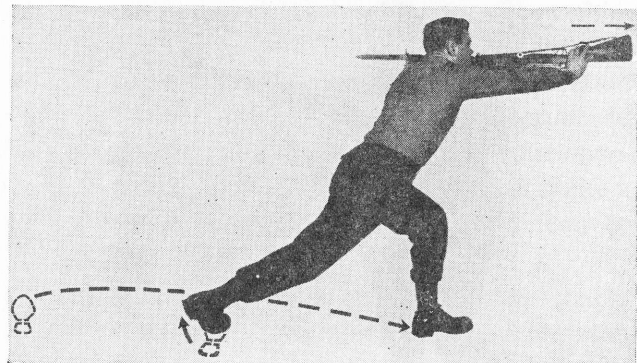


1. Guard position

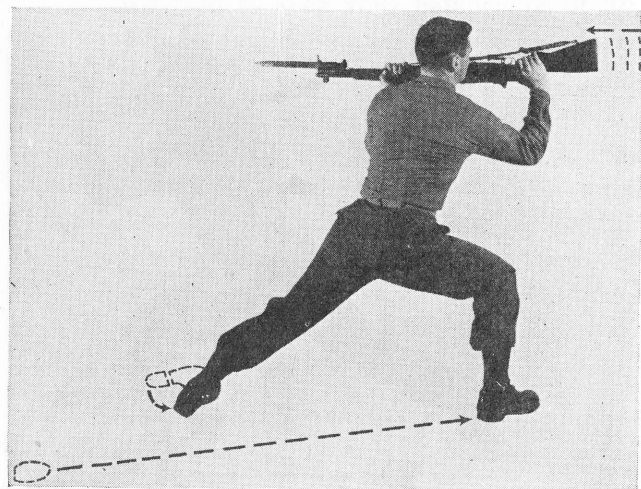


2. Execution

Figure 9. Vertical butt stroke series.

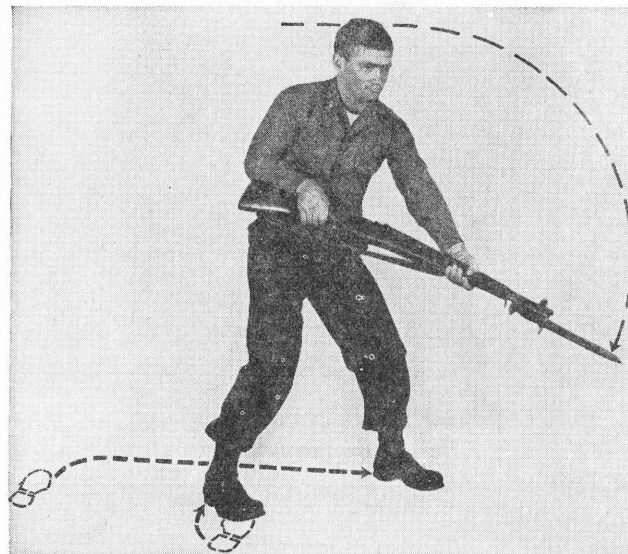


3. Smash



4. Recovery

*Figure 9. Vertical butt stroke series—Continued.*



5. Slash

*Figure 9. Vertical butt stroke series—Continued.*

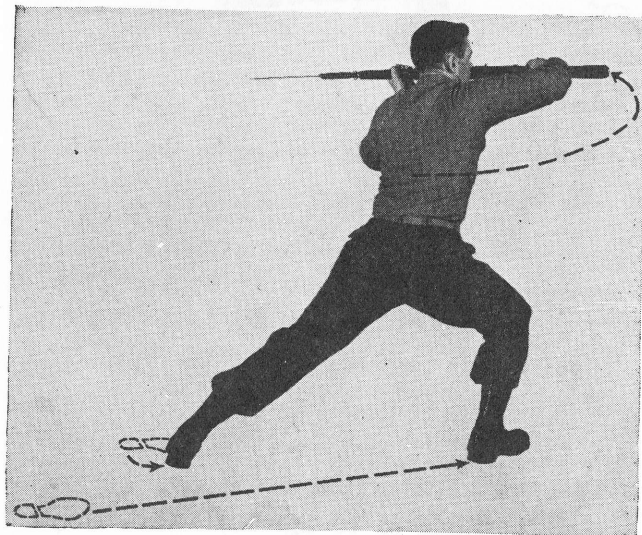
with force, advancing your rear foot. Swing the rifle butt diagonally through a horizontal arc to your opponent's head or body (1 and 2 of fig. 10).

- (2) *Smash.* If the horizontal butt stroke misses because your opponent has moved backward, deliver a smash, keeping the butt of the rifle in the same horizontal position (3 of fig. 10). Advance your right foot to keep your balance (4 of fig. 10).



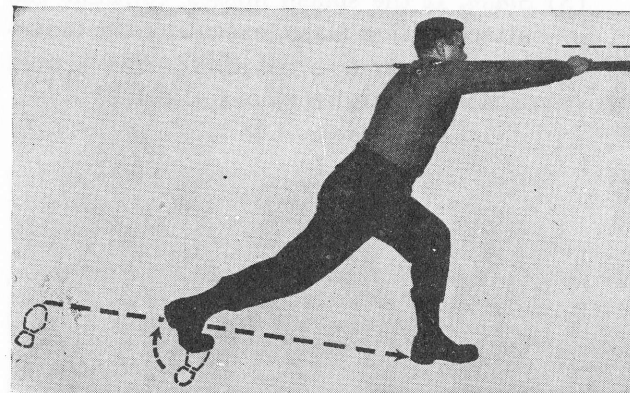


1. Guard position

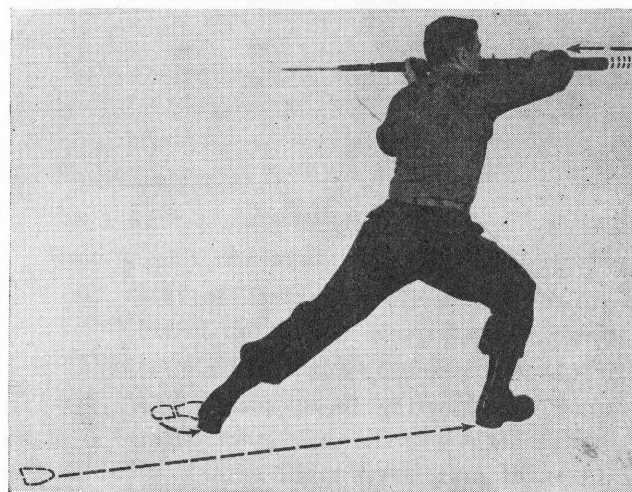


2. Execution

*Figure 10. Horizontal butt stroke series.*



3. Smash



4. Recovery

*Figure 10. Horizontal butt stroke series—Continued.*

- (3) *Slash*. If the smash misses, continue the attack with a slash, executing the movement the same as you did for the vertical butt stroke series (5 of fig. 10).



5. Slash

Figure 10. Horizontal butt stroke series—Continued.

d. *Common Errors*.

- (1) Not reaching out at your opponent.
- (2) Not putting the force of your arms and body into the movement. Keep the plane of your bent right arm parallel to the rifle and bayonet.
- (3) Not using all your speed.

## 10. Parries

a. *Purpose*. The parry is an offensive blow. You use it to create an opening by striking your enemy's bayonet out of the way. It is made by a forward and lateral movement of great force and speed. Use your bayonet in a lateral movement only until your enemy's weapon is driven clear of your body. The momentum of the parry carries you into a thrust or butt stroke. The position of your opponent's weapon will determine in what direction you will parry. It is best, however, to make the parry in the direction that will give you an opening, so that you can instantly execute a thrust or butt stroke.

b. *Parry Right*.

- (1) To parry right from the guard position, lunge forward as in a long thrust and step slightly to the right oblique (1 and 2 of fig. 11).
- (2) At the same time, thrust your rifle diagonally forward and to the right by straightening your left arm in the direction of the parry. Keep the rifle parallel to the guard position. The comb of the stock is pressed firmly against the under and inner surface of your right forearm. Your diagonal movement is stopped as soon as you drive your enemy's blade clear of your body.



1. Guard position



2. Execution

*Figure 11. Parry right.*

- (3) The parry is continued into a long thrust during the same forward step. Your enemy's blade will be driven clear of your body as your bayonet strikes it. At the instant your bayonet glances off the opponent's weapon, drive your blade into him in the same continuous movement.
- (4) To parry right before using a short thrust, execute the same movement as when you use a long thrust. Make the parry just before you lunge forward with your leading foot.

- (5) Recovery and withdrawal from the parry right is done in the same manner as in the long and short thrust series (3 and 4 of fig. 11).



3. Recovery



4. Withdrawal

*Figure 11. Parry right—Continued.*

*c. Parry Left.* To parry left from the guard position, lunge forward as in the short thrust and



step slightly to the left oblique. Thrust the rifle forward and to the left so that the butt is approximately in front of your left groin, deflecting the opponent's bayonet clear of your body (1 and 2 of fig. 12). The parry left is followed by a thrust. However, if the point of your bayonet is not on line with your enemy so a thrust can be used, a butt stroke is effective.



1. Guard position



2. Execution

Figure 12. Parry left.

#### d. Common Errors.

- (1) Failing to use enough force and speed. This is caused by using your arms alone without the weight and power of your body.
- (2) Making a wide sweeping movement. A forward movement of your rifle is the only movement you can use to insure victory.
- (3) Taking your eyes off the opponent's weapon.

## CHAPTER 3

### GROUP ASSAULT TACTICS

#### 11. General

a. When you engage in a bayonet fight, you are acting as an individual. Remember, however, that while you are fighting for yourself, teamwork with your teammates may be essential for victory. When you and your teammates assault an enemy position, you will not know which one of the enemy you will engage until you get within bayonet range. You will not know whether you will suddenly be attacked by several of the enemy at the same time, or whether you and a few of your teammates will attack a single enemy. The fighters who have the *teamwork*, *skill*, and *presence of mind*, take quick advantage of any situation to gain numerical superiority. *There is strength in numbers.*

b. If two soldiers who suddenly confront one of the enemy are able to put him out of action in a few seconds, they can quickly turn on another opponent. If you and your unit are able to do this in the first critical seconds of meeting the enemy in hand-to-hand fighting, you may be able to reduce the enemy's initial strength by many men. When you gain that numerical advantage, you can usually destroy the rest of the enemy in a few seconds. However, if your unit does not have

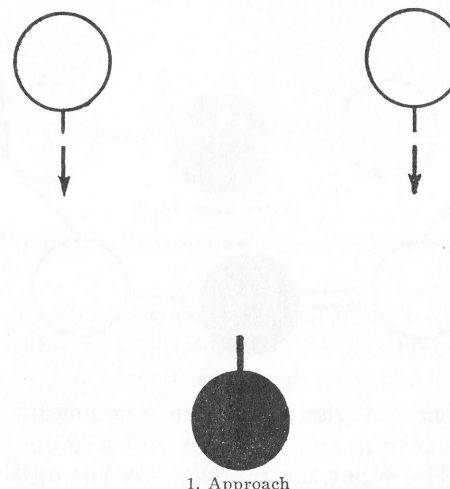
training in team attack, a single enemy can hold off a pair of bayonet fighters for a few seconds. This will give another of the enemy time to rush in and aid his comrade, thus ending the two-to-one advantage which you had.

c. To be effective, group assault tactics must be simple and flexible. It is impossible to know what the exact situation will be until you and the enemy are within a few paces of each other. Movements have to be fast and automatic. You cannot take the time in hand-to-hand combat to tell your teammate how to attack.

#### 12. Group Assault Tactics

##### a. Two Against One.

(1) *Approach.* Let us say that your unit assaults a position and you and your team-



1. Approach

Figure 13. Two against one.

mate confront a single enemy. You do not know what the enemy is going to do so you cannot plan a coordinated attack at this time. Therefore, you advance directly forward on a run, but neither you nor your teammate converge on the enemy (1 of fig. 13).

- (2) *Contact*. As you or your teammate come within bayonet range, one of you will initially be opposed by the single enemy. The opposed man advances upon the enemy in a frontal attack (2 of fig. 13).

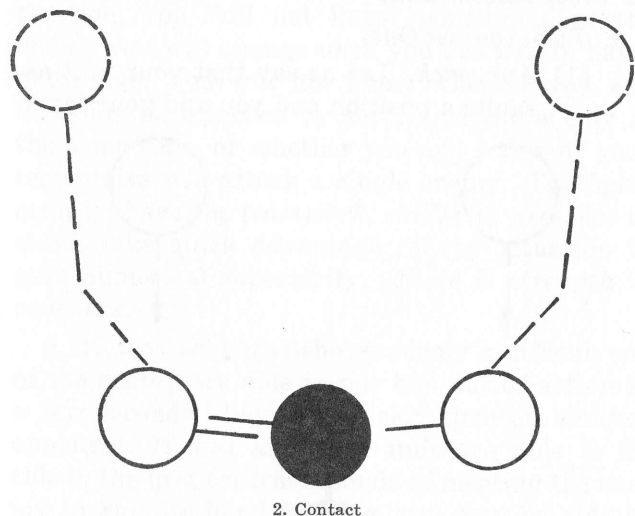


Figure 13. Two against one—Continued.

The other man quickly moves until he is opposite the opponent's flank. He then

turns sharply to strike the enemy's exposed flank or rear.

- (3) *Alternate Attack*. If the enemy turns suddenly toward the man on the flank, he exposes himself to the man making the frontal attack. This man strikes instantly (3 of fig. 13).

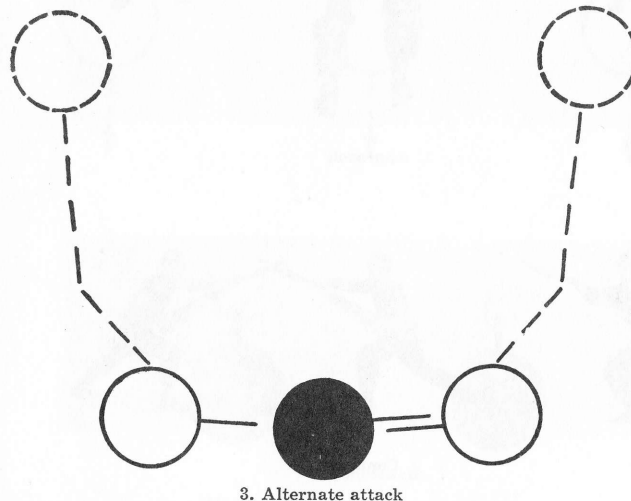
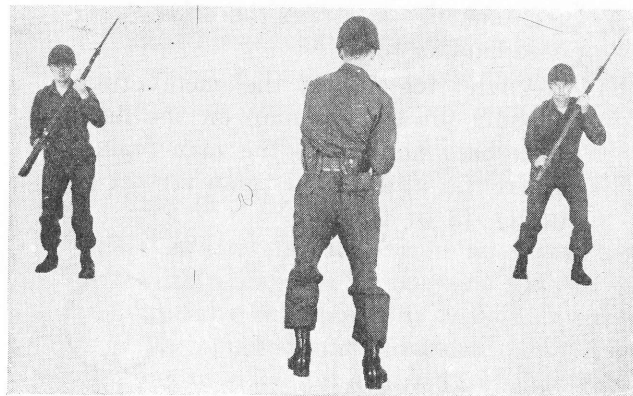


Figure 13. Two against one—Continued.

In any such coordinated attack, the man who makes the kill is usually the one who is not closely engaged with the enemy's bayonet. The entire operation is carried out in a few seconds. The approach, contact, and attack are one continuous assault (1, 2, and 3 of fig. 14).

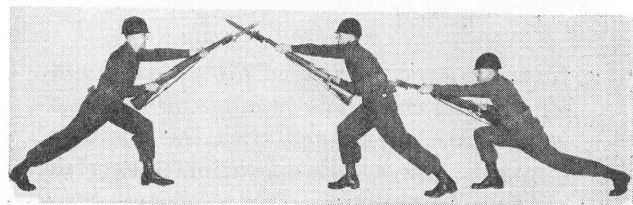




1. Approach



2. Contact

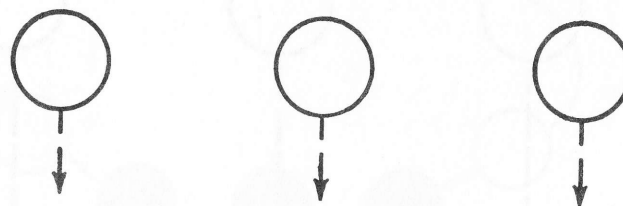


3. Alternate attack

Figure 14. Group assault tactics, two against one.

# b. Three Against Two.

(1) *Approach.* When three attackers approach two of the enemy, none of the three knows who will be engaged first by the enemy. They therefore move directly forward at a run (1 of fig. 15).

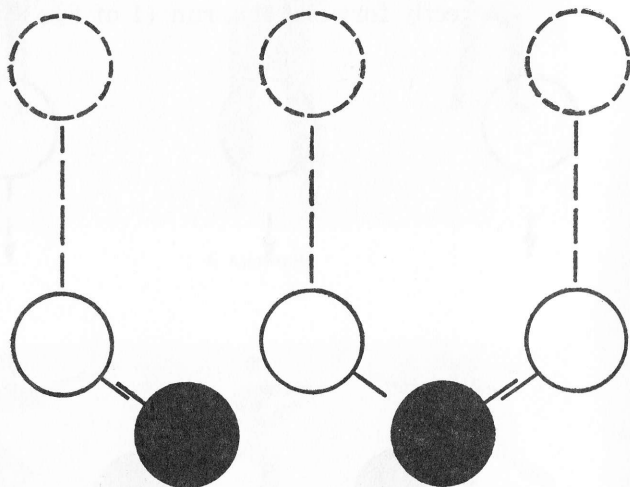


1. Approach

Figure 15. Three against two.

(2) *Contact.* As they get within bayonet range, two of the attackers will normally be engaged by two of the enemy. For the moment, one attacker is left free. He continues directly forward until he is opposite the flank of the enemy nearest to him and the one most vulnerable to attack. He turns suddenly toward that

enemy and strikes him in the exposed side, as in the two-against-one maneuver. The other two attackers maintain their frontal attacks (2 of fig. 15).



2. Contact

Figure 15. Three against two—Continued.

When one of the enemy is killed, the other enemy is struck in the flank by the first free attacker who can reach him. If either enemy whose flank is being attacked turns to defend himself, he leaves himself open to the attacker making the frontal assault.

*c. Two Against Three.* When the situation is reversed, and you and your teammate are confronted by three opponents, each of you attacks a

man on the flanks, leaving one enemy in the middle. He is attacked immediately after you or your teammate have killed your opponent (fig. 16).

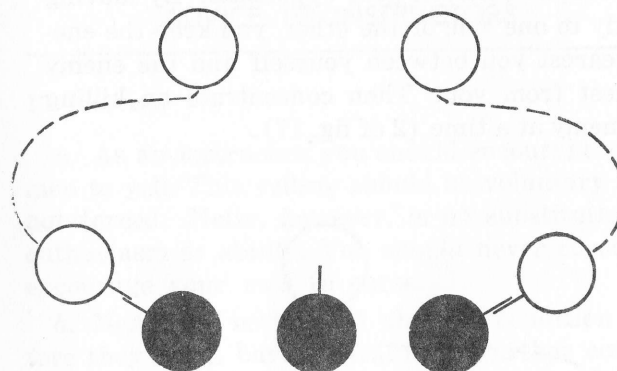


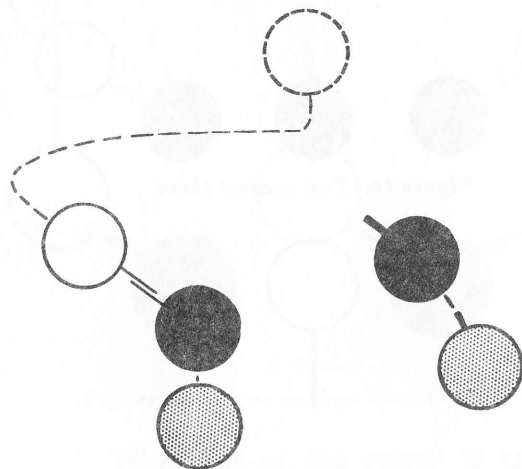
Figure 16. Two against three.



1. Approach

Figure 17. One against two.

d. *One Against Two*. When two enemy soldiers confront you, dart to the flank of one enemy or the other (1 and 2 of fig. 17). *Do not permit yourself to be caught between your opponents.* By moving quickly to one side or the other, you keep the enemy nearest you between yourself and the enemy furthest from you. Then concentrate on killing one enemy at a time (2 of fig. 17).



2. Contact

Figure 17. *One against two*—Continued.

## CHAPTER 4

### ADVICE TO INSTRUCTORS

#### 13. Instructor

a. As an instructor, you should encourage your men to yell. This yelling should be voluntary and not forced. Noise, however, is no substitute for enthusiasm or ability. You should never curse or encourage your men to curse.

b. Men must be in good physical condition before they begin bayonet training. Further conditioning is gradual. To obtain best results, do not permit the men to become muscle-sore.

c. Explain and demonstrate movements briefly and clearly. You and your assistants first demonstrate the movement at full speed. Then the movement is demonstrated in slow motion and is broken down and explained so that the parts of the movement are clear to the troops.

d. You must stress speed, balance, timing, and judgment of distance. Since a tense man cannot fight effectively with the bayonet, you should also stress the relaxation of muscles.

e. Each man must think and act for himself. Therefore, you should avoid the harmful practice of turning bayonet work into a drill. Commands should be used only at the start of training. Commands do not help the men think for themselves or achieve the muscle coordination necessary for



bayonet fighting. Therefore, the coach-and-pupil method training, which does not employ commands, must be undertaken as early as possible.

f. Teamwork is stressed during instruction in group assault tactics and on the assault course.

#### 14. Conduct of Classes

a. *Mass Formation.* A mass formation of not more than 200 men may be used during training in the fundamentals of bayonet techniques, positions, and movements. The formation is similar to that used in massed physical training except for an increase in the distances and intervals between men. Assistant instructors correct errors. Men who are slow to learn are taken out of the formation for individual instruction.

##### b. *Group Formation.*

- (1) For bayonet training in platoons or smaller groups, the men form in two ranks at normal interval. The instructor designates one man in the rear rank as "base man." This man immediately takes up the high port position. The instructor then commands FORM FOR BAYONET TRAINING, THIS MAN (pointing) BASE, MOVE. At the command MOVE, the base man assumes the guard position. The rest of the men in the rear rank run to the right and left respectively, and take up a 3-step interval. They face to the front and go into the guard position. Each front rank man runs by the shortest route to a position

about 10 steps from and immediately in front of the man who was formerly behind him, and assumes the guard position. While moving to position, all men carry their rifles at the high port.

- (2) To assemble the group, the instructor commands ASSEMBLE, MOVE. At the command MOVE, the base man comes to attention. All others form on him at a run and come to attention.
- (3) To form for more detailed instruction, the instructor stands in front of the two ranks and directs the flanks to close toward the center. This produces a three-sided formation which enables the entire group to hear and see the conference or demonstration. At the end of the instruction, the instructor orders BACK TO YOUR PLACES.

c. *Use of the Training Stick.* When the positions and movements have been learned, the men work in pairs as coach and pupil with the training stick. In handling the training stick, the coach is speedy and aggressive. He moves fast and offers logical targets at proper distances. He does not hold the pupil's freedom and vigor of movement in check. He is on the alert to spot and correct errors made by the pupil.

d. *Quickening Exercises.* Quickening exercises at the beginning of bayonet training periods relax the men and help to develop coordination of muscles used in bayonet combat. Five or 10 minutes should be given for these exercises. The

exercises may include boxing, wrestling, personal contests, and group games involving teamwork. Calisthenics are not recommended for this purpose.

## 15. Commands

The following commands may be used at the beginning of bayonet training (commands given by the numbers should not be used unless the bayonet fighters show that they lack enough coordination to execute the movements while working from slow motion to normal speed) :

*a. To form for bayonet training and to re-assemble, the instructor commands—*

FORM FOR BAYONET TRAINING, THIS MAN BASE  
MOVE.  
ASSEMBLE, MOVE.

*b. The commands used in assuming the basic positions are—*

ON GUARD  
SHORT GUARD  
HIGH PORT

*c. The commands used in assuming additional positions are—*

AT EASE  
RELAX

*d. The commands for the high port and crossover, and whirl are—*

HIGH PORT AND CROSSOVER, READY, WHIRL.

*e. The commands used in the thrust movements are—*

## (1) *By the Numbers*

LONG THRUST AND HOLD, MOVE  
RECOVER AND HOLD, MOVE  
WITHDRAW AND HOLD, MOVE  
ON GUARD  
SHORT THRUST AND HOLD, MOVE  
RECOVER AND HOLD, MOVE  
WITHDRAW AND HOLD, MOVE  
ON GUARD

## (2) *Without the Numbers*

LONG THRUST SERIES, MOVE  
SHORT THRUST SERIES, MOVE

*f. The commands used in the butt stroke movements are—*

## (1) *By the Numbers*

VERTICAL BUTT STROKE AND HOLD, MOVE  
SMASH, RECOVER, AND HOLD, MOVE  
SLASH AND HOLD, MOVE  
ON GUARD  
HORIZONTAL BUTT STROKE AND HOLD,  
MOVE  
SMASH, RECOVER, AND HOLD, MOVE  
SLASH AND HOLD, MOVE  
ON GUARD

## (2) *Without the Numbers*

VERTICAL BUTT STROKE SERIES, MOVE  
HORIZONTAL BUTT STROKE SERIES, MOVE

*g. The commands used in the parries are—*

## (1) *By the Numbers*

PARRY RIGHT, LONG THRUST, AND HOLD,  
MOVE  
RECOVER AND HOLD, MOVE

WITHDRAW AND HOLD, MOVE  
ON GUARD

PARRY LEFT, SHORT THRUST, AND HOLD,  
MOVE

VERTICAL BUTT STROKE AND HOLD, MOVE  
SMASH, RECOVER, AND HOLD, MOVE  
SLASH AND HOLD, MOVE  
ON GUARD

(2) *Without the Numbers*

PARRY RIGHT, LONG THRUST SERIES,  
MOVE

PARRY LEFT, SHORT THRUST SERIES,  
MOVE

16. Sequence of Training

A suggested outline for a program of instruction in the bayonet is as follows (training should not exceed one 50-minute period in any one day) :

*a. First Period.*

- (1) Introduction to bayonet training.
- (2) Demonstrate and explain the basic positions and movements as follows:
  - (a) Guard and short guard.
  - (b) High port.
  - (c) At ease and relax.
  - (d) Whirl.
  - (e) High port and crossover.
- (3) Practical work in the basic positions and movements. The group is either in mass formation controlled by the instructor, or in platoon or smaller groups controlled by assistant instructors.

*b. Second Period.*

- (1) Review previous instruction.
- (2) Teach the long thrust series from a halt and against each other from a run.

*c. Third Period.*

- (1) Review previous instructions.
- (2) Teach the short thrust series from a halt and against each other from a run.

*d. Fourth Period.*

- (1) Review previous instruction.
- (2) Introduce training sticks and teach long and short thrust series with the training sticks.

*e. Fifth Period.*

- (1) Introduce thrusting dummies.
- (2) Practice the long and short thrust series using the vertical and prone thrusting dummies.

*f. Sixth Period.*

- (1) Introduce the vertical butt stroke series.
- (2) Teach the vertical butt stroke series from a halt and against each other from a run.

*g. Seventh Period.*

- (1) Review previous instruction.
- (2) Teach the horizontal butt stroke series from a halt and against each other from a run.

*h. Eighth Period.*

- (1) Review previous instruction.



- (2) Practice the vertical and horizontal butt stroke series using the training sticks.

*i. Ninth Period.*

- (1) Introduce the parries.
- (2) Teach the parry right and parry left series from a halt and against each other from a run.

*j. Tenth Period.*

- (1) Review previous instruction.
- (2) Practice the parry right and parry left series using the training sticks.

*k. Eleventh Period.*

- (1) Practice the vertical and horizontal butt stroke series using the thrusting dummies.
- (2) Practice the parry right and parry left series using the thrusting dummies.

*l. Twelfth Period.* Practice all movements using the training sticks.

*m. Thirteenth Period.*

- (1) Practice using the vertical and prone thrusting dummies from a walk and from a run.
- (2) Practice using the swinging dummies from a walk and from a run. (If possible, dummies should be placed on different terrain features which come as close as possible to combat conditions.)

*n. Fourteenth Period.*

- (1) Introduce the bayonet assault course. This course is used as a test.

- (2) Supervise practical work in the assault course.

*o. Fifteenth Period.*

- (1) Introduce bayonet and knife disarming.
- (2) Supervise practical work in bayonet disarming.

*p. Sixteenth Period.*

- (1) Review previous instruction.
- (2) Supervise practical work in knife disarming.

*q. Seventeenth Period.*

- (1) Review previous instruction.
- (2) Supervise the bayonet assault course at a run.

*r. Eighteenth Period.* Introduce group assault tactics. Scabbards must be fixed over bayonets and strong control measures used. Practice group assault tactics employing two men against one and one man against two.

*s. Nineteenth Period.* Practice group assault tactics employing three men against two and two men against three.

*t. Twentieth Period.* Practice group assault tactics using two men against one, one man against two, three men against two, and two men against three.

*u. Twenty-first Period.*

- (1) Review bayonet and knife disarming.
- (2) Supervise the assault course on a run with pack.

## 17. Continued Training

You need continued and repeated periods of bayonet practice to train and keep you alert as a bayonet fighter. These periods should follow the training outline described in paragraph 16. To keep your form and alertness, 20 minutes of practice three days a week are necessary. Such periods will deal with assault course practice and other training procedures of a varied and vigorous nature.

## 18. Conduct of Training

*a.* Front-sight covers for rifles that are equipped with them will always be placed on the sight during bayonet training.

*b.* To acquire the correct form and coordination, practice the movements first in slow motion rather than by the numbers. Then increase the pace in order to develop greater speed and aggressiveness.

*c.* Initial training in parries includes the actual parrying of an opponent's bayonet and rifle to develop a sense of distance, force, and timing. The coach-and-pupil method should be used in all practical work periods. Both men will have their bayonets fixed on their rifles. Scabbards are placed over the bayonets for safety purposes. The instructor directs the coaches to execute a thrust at half speed. The pupils parry right and thrust, parry left and thrust, or butt stroke at half speed. After practicing for 1 minute, the instructor directs the coach and pupil to change places. He

supervises and controls the exercise to pick out errors, to avoid sparring tactics, and to give equal practice to both ranks. The exercise is limited to brief periods.

*d.* As soon as the pupils have learned all the positions and movements accurately and with speed, they will use the training stick. Training with the stick gives them a small target which they can attack with speed, force, accuracy, and aggressiveness without the coach being injured. They use the bare bayonet so that both pupil and the coach will become used to seeing it.

*e.* Training with the swinging dummies develops judgment of distance, balance, and force. Stress will be put on maximum extension of the body and rifle.

*f.* Practice in group assault tactics and on the assault course develops the important elements of teamwork.

*g.* Throughout bayonet training, soldiers are trained to see and strike instantly at any opening. This training develops coordination between the eyes and muscles and mental and physical alertness. A mechanical, plodding motion and a slow reaction to sudden situations must be overcome.

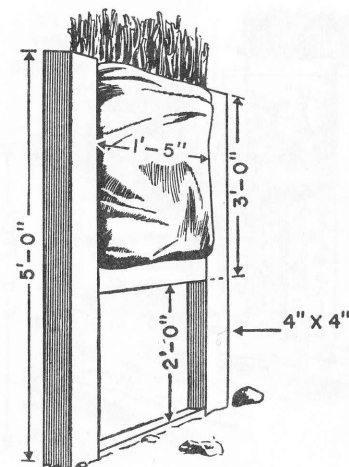
## 19. Training Aids

*a. Dummies.* Different types of dummies should be constructed as an aid to training.

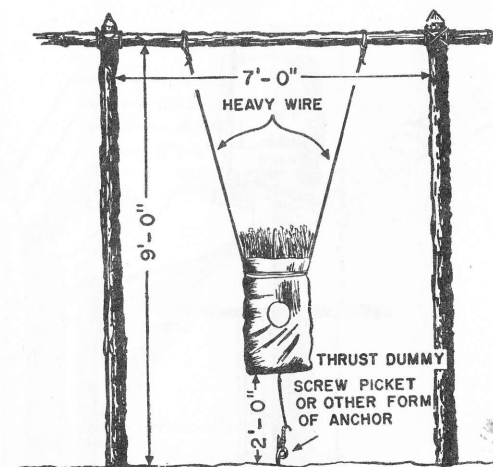
- (1) Thrusting dummies can be made by pressing materials, such as cane, willow, bamboo, swamp grass, or small brush, into a rectangular form approximately

36 inches by 12 inches by 9 inches. This material is tied together with wire or rope. A heavy cardboard is placed on one side, and the bundle is covered with burlap or other suitable material.

- (2) Suggested frames and their dimensions are shown in 1 and 2 of figure 18, and in figures 19 and 20.
- (3) Where thrust dummies are needed in large quantities, some mechanical method of construction can be employed (fig. 21). In training centers, permanent type dummies with steel frames may be constructed if funds and materials are available. The training aids suggested in this manual are constructed of cheap materials and may be found in most any area where bayonet training is required.
- (4) Construction details of the vertical butt stroke dummy are shown in figure 22.
- (5) The horizontal butt stroke dummy is made by stuffing some light material, such as straw or old rags, into heavy cloth or burlap bags (fig. 23).
- (6) Additional dummies for use on the assault course, and suggested types of obstacles, include those shown in figures 24 to 34.



1. Dummy in fixed frame



2. Swinging dummy and frame

Figure 18. Thrusting dummy.

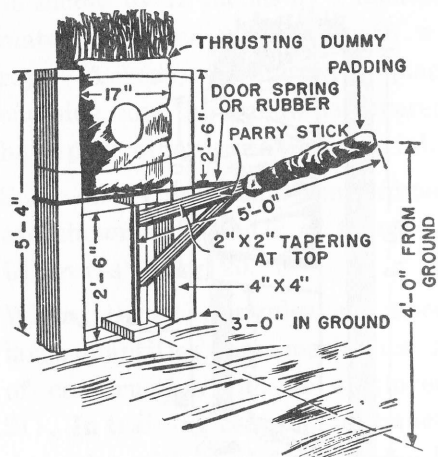


Figure 19. Parry and thrusting dummy.

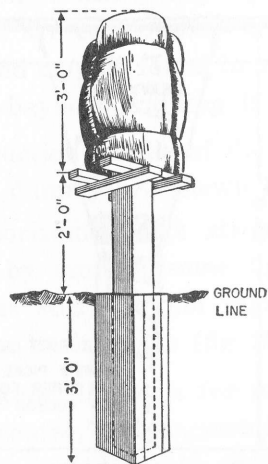


Figure 20. Movable thrusting dummy (with ground frame).

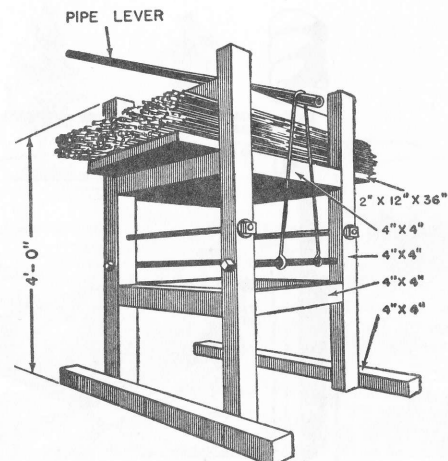


Figure 21. Press for construction of thrusting dummies.

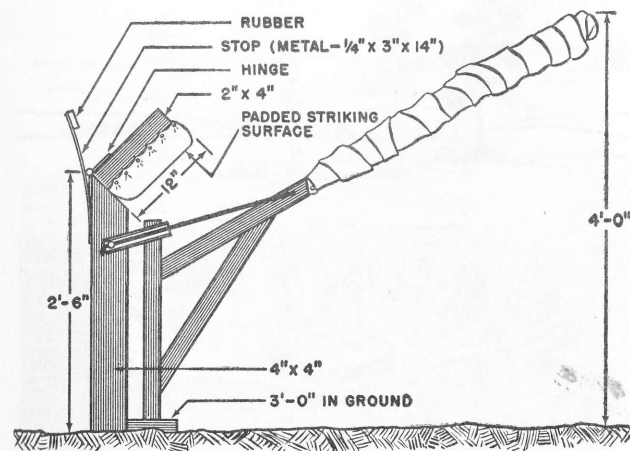


Figure 22. Vertical butt stroke dummy.



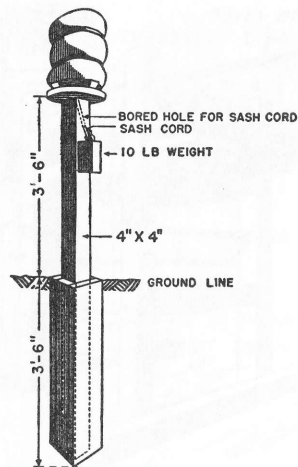


Figure 23. Movable horizontal butt stroke dummy (with ground frame).

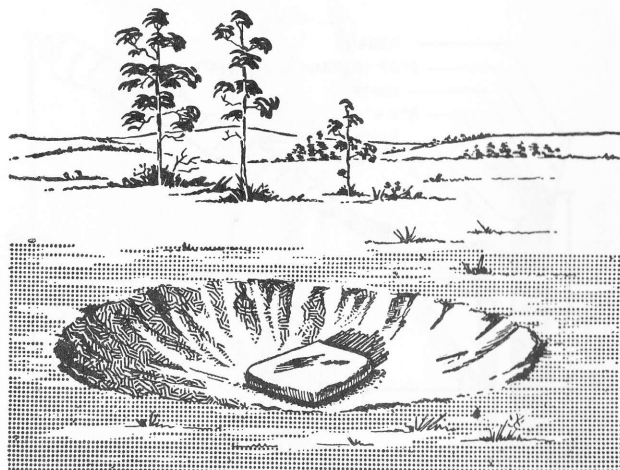


Figure 24. Prone dummy to be attacked.

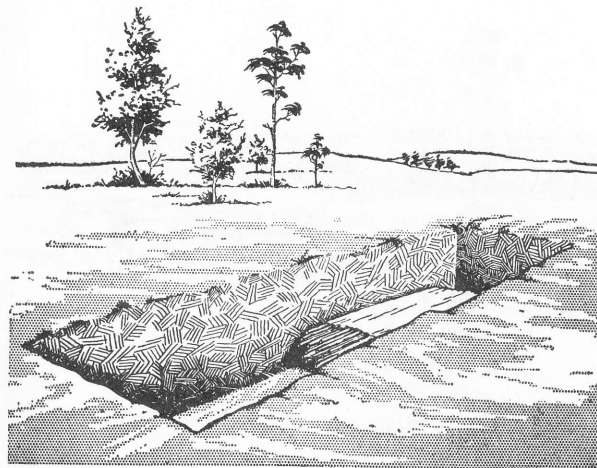


Figure 25. Individual prone shelter with drone dummy to be attacked.

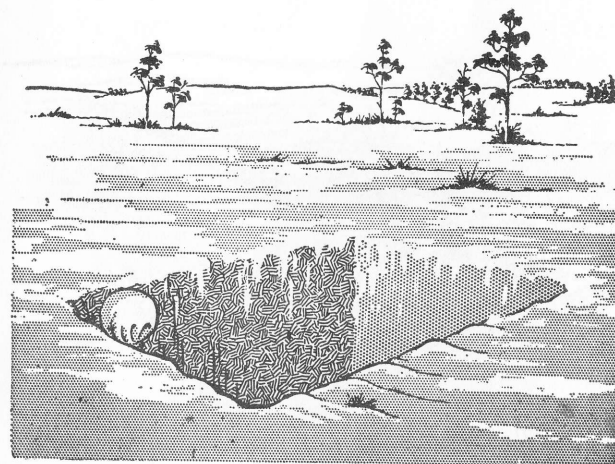


Figure 26. Foxhole with exposed head for a thrusting attack.

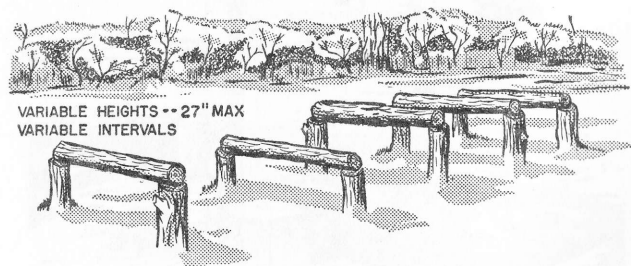


Figure 27. Hurdles.

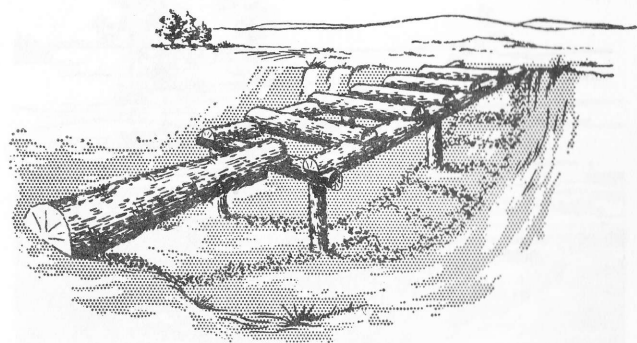


Figure 28. Log balance and horizontal ladder.

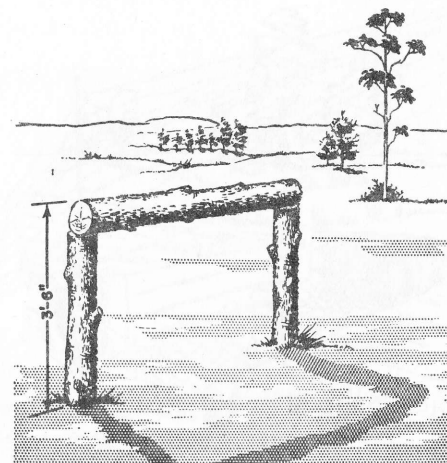


Figure 29. Fence vault.

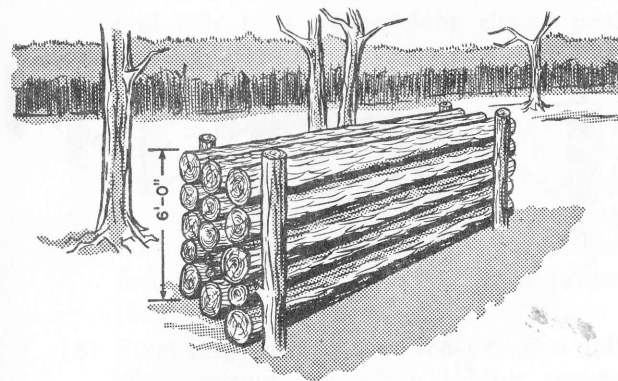


Figure 30. Wall scale.

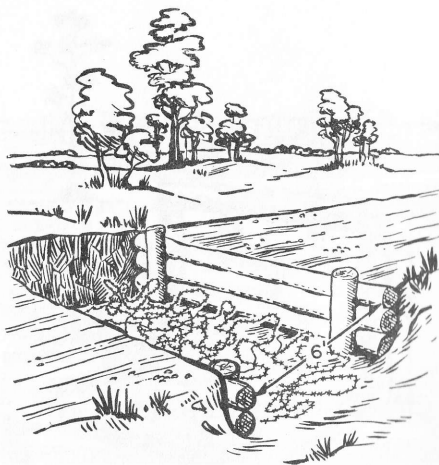


Figure 31. Ditch jump.

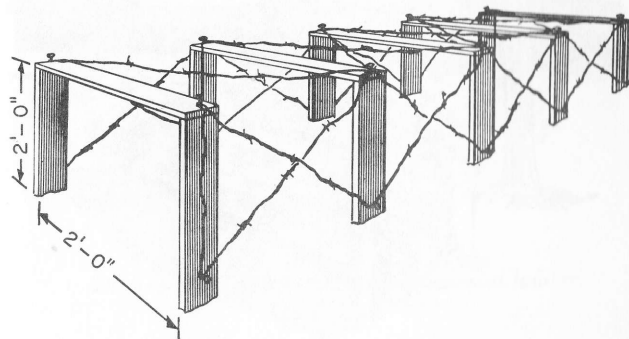


Figure 32. Tunnel crawl.

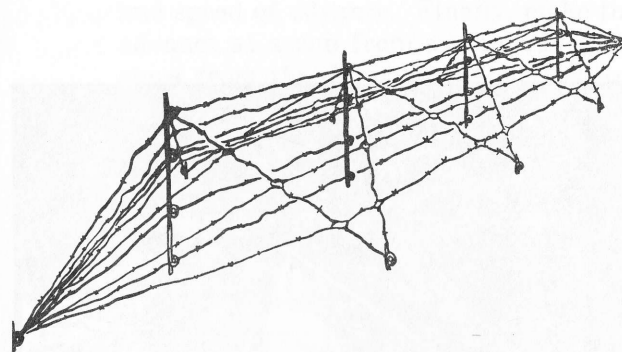


Figure 33. Double apron fence.

*b. Swinging Dummies.* When individuals have mastered the long thrust and short thrust series, they will practice thrusting at paper disks or circles painted on swinging dummies. A group of not more than six to eight men practice on a dummy. Remove scabbard and proceed as follows:

- (1) Scratch a take-off line on the ground for the first few thrusts. Extend the body and rifle in a correct long thrust position and determine where the location of this line should be. The position of the leading foot is the location of the take-off line. Discontinue the use of the take-off line as soon as they learn the range of their thrust, since its continued use will cause them to concentrate on their feet rather than on executing a proper thrust.
- (2) First they execute the thrust from a halt. Then execute it after taking several steps. Gradually increase the distance

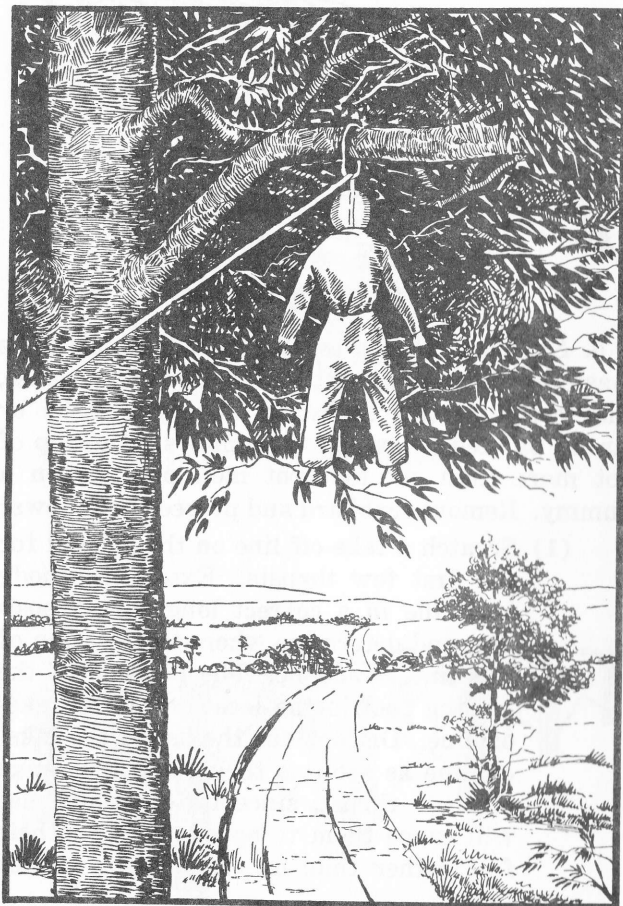


Figure 34. Surprise dummy.

and speed of advance. Finally, make the advance at a run from a point about 20 steps from the dummy. When they are about 5 steps from the dummy they go into the guard position before executing the thrust. They advance in a practical and natural way, without regard to which foot is to the front when making the thrust.

- (3) After mastering this procedure, they execute a long thrust at one circle and one or several short thrusts at other circles. The short thrusts will be done one right after the other.

*c. Withdrawal Board.*

- (1) The instructor uses the withdrawal board to teach pupils to use the weight of their entire body in making a withdrawal after the bayonet has become tightly imbedded in a target.
- (2) The board may be any piece of lumber  $\frac{1}{2}$  to 1 inch thick, 4 inches wide, and  $1\frac{1}{2}$  to 2 feet long. It is placed on a 4" by 4" swinging dummy upright by nailing or screwing the lower end of the board to one of the uprights about  $3\frac{1}{2}$  feet from the ground.
- (3) Push the bayonet, scabbard removed, between the board and upright. The coach presses the upper end of the board so that the bayonet is clamped. The difficulty of the withdrawal shows the necessity of using proper technique.



*d. Training Stick.* The training stick is made from any light piece of wood 6 feet long and 1 inch thick. One end is padded with cloth or waste. A 5-inch loop made of stiff rope or insulated thick wire is attached to the other end.

- (1) When the coach places either end of the training stick on the ground, the pupil immediately comes to the guard position (fig. 35). The pupil threatens the coach with the bayonet point as long as he is close enough to attack. The coach then places either end of the stick in any position he wants, and the pupil attacks the stick.



*Figure 35. Training stick, guard position.*

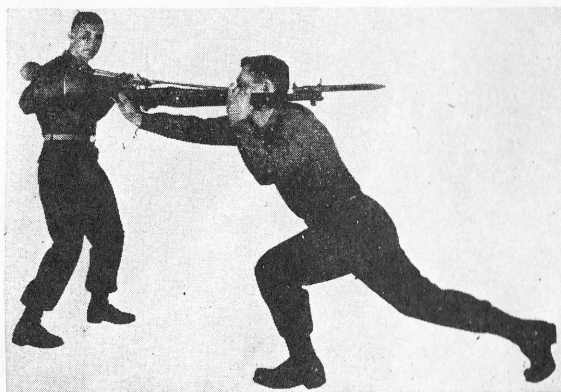
- (2) If the ring is offered, the pupil attacks either with a long or short thrust. The type of thrust used is judged by the distance between the bayonet point and the stick (fig. 36). If the point is put through the ring, he withdraws and takes up the guard position. He continues the attack if another target is offered.
- (3) If the coach presents the padded end of the stick groin high and approximately three feet from the pupil he will execute



*Figure 36. Training stick, thrusting.*



1. Execution



2. Smash

*Figure 37. Training stick, vertical butt stroke.*

the vertical butt stroke (1 of fig. 37). If he misses, the coach will move back and present the padded end shoulder high for the smash (2 of fig. 37). If he misses the smash, the coach will continue to move back, dropping the stick at a 45° angle. The pupil executes the slash (3 of fig. 37). If he hits the target, he takes up the guard, or continues the attack if the coach continues to offer a target.

- (4) If the coach presents the padded end of the stick shoulder high and approximately twelve inches from the point of

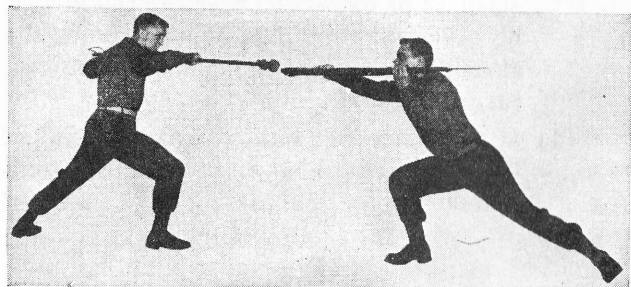


3. Slash

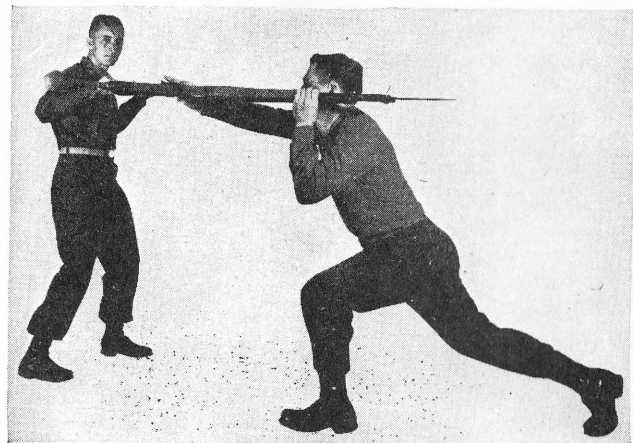
*Figure 37. Training stick, vertical butt stroke*  
—Continued.

the bayonet, the pupil executes the horizontal butt stroke (1 of fig. 38). If he misses the target, the coach will present the target for the smash and slash (2 and 3 of fig. 38).

- (5) For practicing the parries, the coach holds the training stick with his right



1. Execution



2. Smash

*Figure 38. Training stick, horizontal butt stroke.*

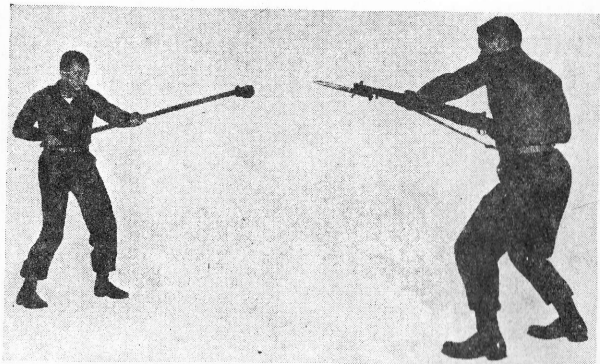


3. Slash

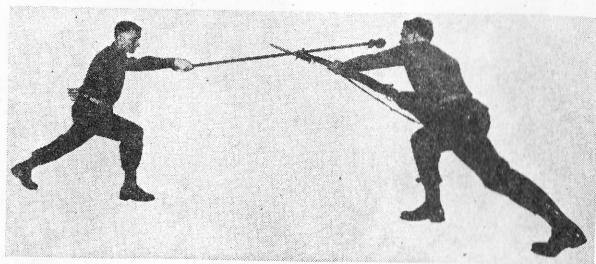
*Figure 38. Training stick, horizontal butt stroke*  
—Continued.

hand in the loop and his left hand up on the training stick. He assumes the guard position and stands about 12 feet in front of the pupil (1 of fig. 39). Guiding the

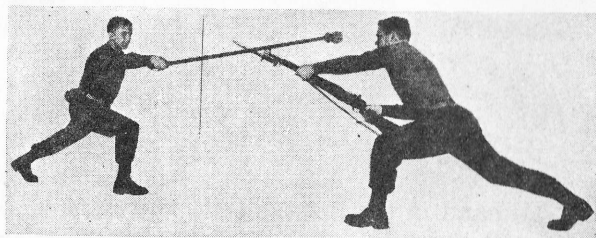




1. Guard position



2. Parry right



3. Parry left

*Figure 39. Training stick, parries.*

stick initially with his left hand, the coach thrusts the padded end directly at the pupil's head or body, lunging forward as he thrusts. The pupil executes the parry right or parry left, depending on which direction is best (2 and 3 of fig. 39). The coach immediately follows up by presenting a suitable target for the attack which must follow the parry. Care will be exercised that the coach does not swing the stick into the pupil. If sweeping movements are made with the stick, the pupil will probably develop a sweeping parry.

## 20. Training in Group Assault Tactics

*a. General.* Training in group assault tactics will not begin until troops have become proficient in bayonet technique. They will practice group assault tactics in groups of three and five. Bayonets will be fixed, but scabbards will be placed over them for safety purposes. The movements are executed as in actual combat, except that the represented enemy is struck lightly, simulating the actual killing blow. Individuals who simulate the enemy in group assault practice do not take the offensive, but remain on the defensive in order to illustrate plainly the principles and tactics involved. When the enemy (or any attacker) has been touched on the body by the opponent's bayonet, he drops to one knee and remains out of action until that bout is ended. After the principles have been learned, the men rotate so that



each fights in every position several times. At first, practice is at half speed, with emphasis on position and coordination. When they possess these essentials, increase your speed to the maximum.

*b. Sequence of Training.* Group assault tactics will be practiced in the following order (par. 15) :

- (1) Two men against one.
- (2) Three men against two.
- (3) Two men against three.
- (4) One man against two.

## 21. Assault Course

*a. Purpose.* The bayonet assault course may be used as a qualification course to test the degree of proficiency of a bayonet fighter. Primarily, the bayonet assault course, used in a course of bayonet training, accomplishes the following:

- (1) It provides bayonet fighting under conditions approximating combat.
- (2) It aids you in developing speed, strength, and endurance.
- (3) It offers a challenge to the determination and will power which are so essential in combat.
- (4) It provides a means for obtaining good habits in group action and teamwork.
- (5) It measures skill in bayonet fighting.
- (6) It provides a means for maintaining your skill by continued training and practice after hours.

*b. Qualification Course.* A scorer may be placed at each fixed dummy in the assault course. When the bayonet fighter completes the movement designed for the particular dummy, the scorer will grade him as to the degree of proficiency in the execution of the movement.

*c. Description.*

- (1) Assault courses should be laid out on rough terrain, preferably wooded. The length of the course may vary from 200 to 300 yards. The number and type of obstacles on the course depend upon local conditions and the ingenuity of the builder. The builder should make use of natural obstacles, such as streams, ravines, ridges, and thick woods. He should construct artificial obstacles, such as trenches, ditches, craters, wire entanglements, fences, log walks, hurdles, and horizontal ladders.
- (2) Targets should consist of movable dummies, placed in logical locations. The dummies should often be moved to new locations. The builder should place surprise targets at various points and suspend swinging dummies from trees. He may hinge others to swing out from behind trees or thickets. He can build thrust and butt stroke dummies with 4" by 4" timbers, set into bored holes. He can move the dummies by placing similar holes at different points on the course. He should include several targets for em-

ployment of group assault tactics.

- (3) The course should have sufficient lanes to permit one-half squad to run the course under the squad, assistant squad, or other designated leader.

*d. Running the Course.*

- (1) Variations in local terrain and differences in the placement of obstacles and dummies make it impossible to have a fixed time limit. Troops should first run the course at a moderate pace and increase their speed as their technique and physical condition develop.
- (2) The instructor sees that discipline and organized control are kept. He designates one man in each assaulting group as the leader. The group operates as a team under this leader.
- (3) The instructor and his assistants will be stationed along the course to observe the methods of attack and to make corrections, if necessary.